PlayStation™

NTSC | U/C

DESCENT™

PlayStation™

SENSORY OVERLOAD
IN 360° 3D

TEEN
AGES 13+

SLUS-00037
MN-PSX-084-0

Interplay™
BY GAMERS. FOR GAMERS.™

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projections televisions. Refer to your projection TV instruction manual for more details.

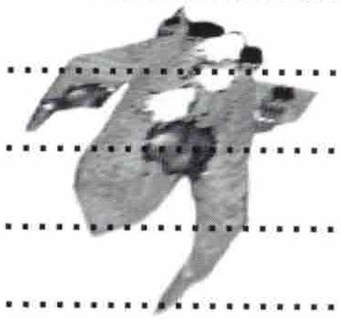
HANDLING YOUR PlayStation™ DISC:

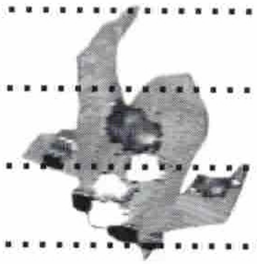
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest bread during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

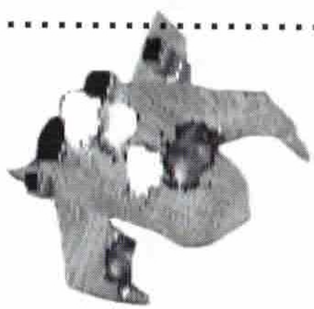
Scanned by Divinebovine

TABLE OF CONTENTS

Setup 2
Controls 2
Playing Descent 4
Options 5
In The Mines 8
Mine Centers 10
Power-Ups 10
In-Game Options 13
Saving Your Game 14
Link Cable Operation 15
Mission 16
Walk-Through 18
Questions and Answers 22
Credits 23
Customer Support 24



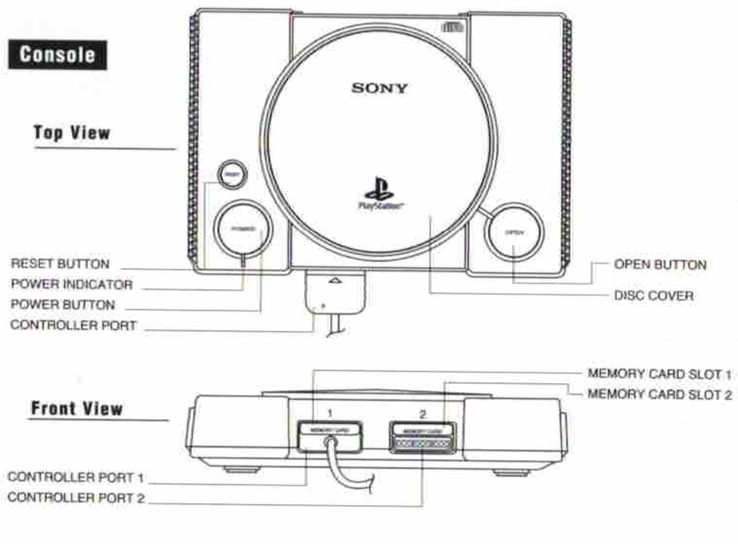




©1996 Parallax Software. All rights reserved. Descent is a trademark of Interplay Productions.

Setup

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the DESCENT disc and close the CD door. Insert game controllers and turn on the PlayStation™. Follow on-screen instructions to start a game.

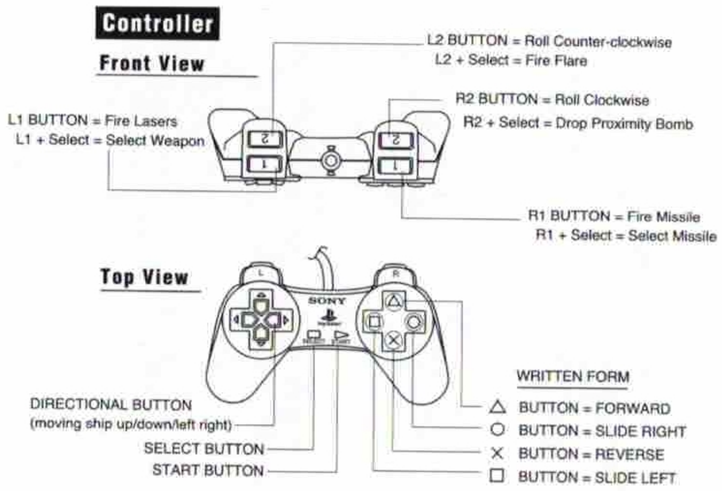


To Run Descent

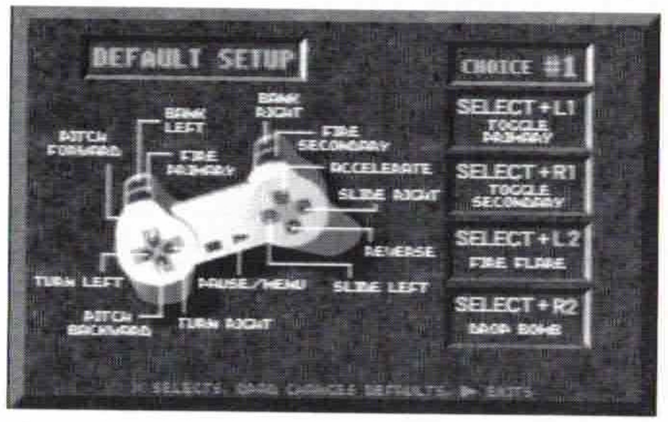
Place the Descent CD into your PlayStation™ (make sure it's turned off and plugged in!) and close the cover. Press the Power button next to the cover. It's that easy.

Controls

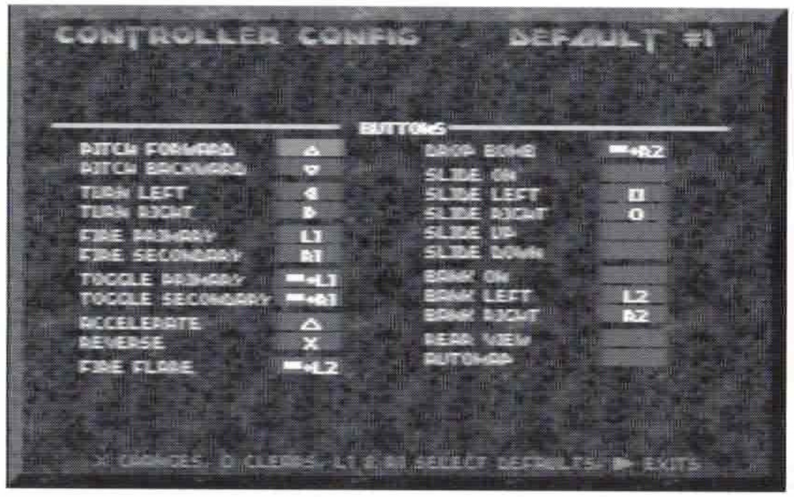
There are two controllers that Descent supports on the PlayStation™. One is the "digital" pad that comes with your PlayStation™, and the other is an "analog" joystick that must be purchased separately. There are two ways to configure these devices; the first and simplest is to select one of the default configurations that we have already set up for you. There are two selections on Controls: preset and custom configuration.



There are four default configurations for the pad and two default configurations for the joystick. To choose a default setting, select Control Pad from the Options menu (either within the Main Menu or by pressing Start within a game). To select from default options, select "Select From Defaults" in the Control Pad menu. The DPad flips through options; "Start" exits; "X" selects the controller option displayed. The next time you start a level, this choice will be encoded as part of your password. If you have a memory card, it will be saved the next time you save a game.



If the available settings are not to your liking, you can customize your own configuration. Use the Left/Right DPad to select the default choice which is closest to the configuration that you want to use. For each function that you want to change, use the DPad arrows to highlight the item and press "X" to change it. The very next button you press will be that setting. The only way to change it back to what you had selected is to press the originally set button. (Note: if the selected button was already being used as another command, its former place will become



blank and you may need to replace it.) To clear an item so that it doesn't have any buttons associated with it, move to it using the DPad and press "O" to clear it.

While this method allows more flexibility, it is not always the best choice. For instance, if you don't have a memory card available, you will have to re-enter your configuration every time you start up Descent. If you use a default configuration, your controller choice is saved in with your password-saved game — see "Saving Your Game" on page 14.

When done defining your layout, press "Start" to exit. The next time you save a game using the memory card, this configuration will get saved. However, if you do not have a memory card and are using a password save, only the default configuration that you started from will be saved with the password.

Playing Descent

The first screen you will be presented with, after the introductory screens, is the Main Menu. The Main Menu contains a list of options you can choose from. To make selections, use the up/down arrows on the left keypad (the Directional Pad, or "DPad") and Press "X" to select any highlighted option.

New Game — Allows you to start a new game.

Combat Game — Opens a menu where you can choose to start or join a two-player game by way of Link Cable.

Load Game — Lets you resume from a saved game if you have a memory card — see "Saving Your Game" on page 14 of this manual.

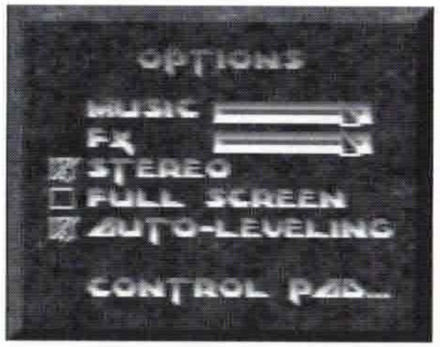
Enter Password — Move around the screen with the DPad to make choices; to select the next digit in the password at the bottom of the screen, use the square or the circle on the right keypad. Press "Start" to escape or Press "X" to confirm a completed password.

Options — Activates the Options screen.

Credits — Displays the list of credits for the game; press any button to exit. Up/Down on DPad controls credits scroll speed.

Options

A red checkmark in the box to the left of an option indicates that it will be activated in your current game; Press "X" to toggle a highlighted option on or off and Press "Start" to exit back to the previous menu. Left/Right on DPad toggles options as well.



Music Lets you scale music volume up or down.

Sound Effects Allows you to scale sound effects volume up or down.

Stereo Allows you to toggle between stereo and mono sound and music.

Full Screen Adjusts the size of your viewing field.

Calibrate Joystick Fine-tunes your game control. This option is only available if you have plugged a PSX-compatible analog joystick into port 1.

Auto-Leveling Turns Auto-Leveling feature on and off.

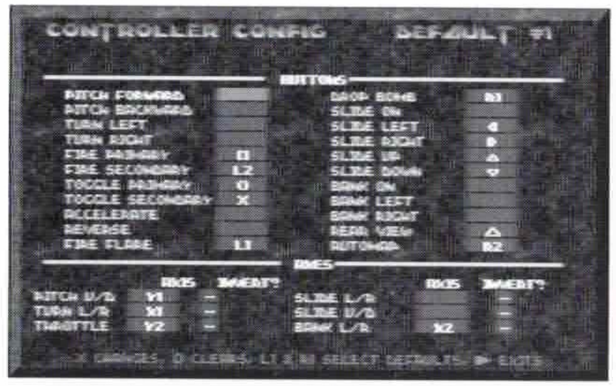
Control Pad Takes you to the Controls menu. This option becomes "Analog Joystick..." when an analog joystick is present.

STARTING A NEW GAME

To start a new game, select New Game, then choose your Skill level based on how much action you think you can take.

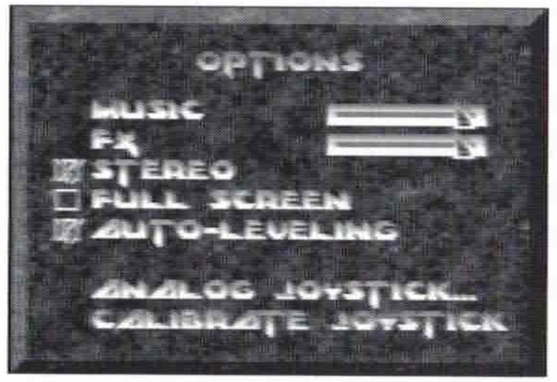
Each time you start a new game you're given an opportunity to meet with a representative from the Post Terran Mining Corporation and get the background on your mission. If you know your mission and want to bypass this meeting, Press "Start" or "X" to bypass the movie.

JOYSTICK CALIBRATION



The joystick will need to be calibrated to work properly. To calibrate your joystick:

1. Make sure the joystick is plugged into controller port 1 on the PlayStation™.
2. Go into the "Options" menu.
3. You should see a menu item that says "Calibrate Joystick." If you don't see this menu item, make sure the joystick is installed properly, and that its mode switch is set to "Analog."



4. Select "Calibrate Joystick." You should then move the sticks to all extremes — this means that you should move the stick to each corner in turn. After you have done this, release the joystick so that it can return to its center position. Then, while making sure the stick is still in its center position, Press "X" to finish the calibration.

When you save a game to the memory card, this calibration information will be saved.

In The Mines

Rear View

(Only available if assigned a button in your controls configuration.) Allows you to glance out the rear of your ship. Hold down the assigned button to temporarily look out the rear; when you release it you will return to the front view. If you want to switch indefinitely to the rear view, quickly tap the appropriate button.

Recharging

At specific sites within every mine there are energy centers that will boost your ship's energy level. Although these centers will only boost your ship's energy level up to 100, it is possible to achieve a maximum level of 200 by collecting "energy packets" that are scattered throughout the mines. These energy centers have distinct gold walls with a sparkling energy field between them. See the "Mine Centers" section for more details.

Exhausting A Weapon

If you exhaust a weapon, your ship auto-selects the next best one.

Your Ship As A Weapon

The objects in Descent are "physical" objects; you can ram into something with your ship and possibly cause a response. For example, most doors can be rammed or shot open, while hostage doors must actually be fired upon until destroyed. You can conceivably ram something repeatedly to destroy it. If this happens to be a fighting method you've been reduced to, best of luck!

Robots

There are many robots in the mines of the PTMC, originally designed to carry out the day-to-day hard labor required to keep the mines operational. Unfortunately, the invading force has created countless deadly variations of these formerly peaceful mechanical miners...if they can blast through solid rock, imagine what they can do to your little ship!

Doors

There are a variety of doors that can be found in the PTMC mines. Most can be opened by either bumping into them or shooting them. There are some though, that can only be opened if you have the appropriate access key. Others can only be opened if certain actions are performed or the Reactor is set to self-destruct (i.e. the emergency exit). Hostage doors take several hits to destroy, and there are also hidden doors.

Hostages

To rescue hostages, you must touch them with your ship to bring them safely aboard. Of course, you'll have fight through hordes of robots and blow down a few doors to reach them!

Mine Centers

Energy Center

Designed for "on the fly" replenishing of robots' power cells. These sparking golden grids will also recharge your own power up to 100 units.

Robot Generators

Automated centers that determine a mine's needs and assemble robots from surrounding minerals and metals. Watch out for them, as they are very dangerous.

Main Reactor

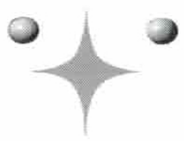
The power generator of the whole mine. Usually in a secluded place, far from the range of day-to-day mine mishaps.

Power-Ups

Throughout the mines are caches of missiles and ammo that you can pick up to restock your supply, boosts for your energy banks and shields, and a number of additional power-ups and items designed to give you a fighting chance against your merciless opponents:

Access Keys

These allow you access to the different security levels of the mines. Color-coded to match the doors they open.



Energy Boost

This will give your energy banks a boost, up to 200 units max. (Energy Centers can deliver recharge up to 100 units.)

Shield Boost

Gives ship's shields a kick. By getting shield power-ups, you can get your shields up to a maximum of 200 units.

Cloaking Device

Gives ship cloaking ability for a limited time.

Invulnerability

Makes ship invulnerable for a short time.

Extra Life

Gives you a bonus life.

Laser

Laser cannons have four power levels. The laser power-up will give you the next available level.

Quad Laser

This power-up will modify your existing laser system to fire four bolts instead of the standard two.

Vulcan Cannon

This weapon rapidly fires explosive-tipped shells.

Vulcan Ammo

This gives you more ammunition for the Vulcan Cannon.

Spreadfire Cannon

Fires a spread of energy at your target.

Plasma Cannon

Fires bursts of supercharged plasma.

Fusion Cannon

Fires destructive blasts of energy directly from the ship's fusion reactor. Holding down the Fire button will charge up the Fusion Cannon until you release it. This can double the damage, but can also damage your ship if you hold it too long.

Concussion Missiles

All-purpose dumbfire rockets. Come singly or in packs of four.

Homing Missiles

Same size warhead as Concussion Missiles, but have a tracking device that can follow a target around most turns. Come singly or in packs of four.

Proximity Bombs

These bombs are dropped behind your ship, waiting to explode when something gets near. Can be armed as a secondary weapon, or dropped directly by hitting the appropriate button if you assigned one to Drop Bomb in your configuration.

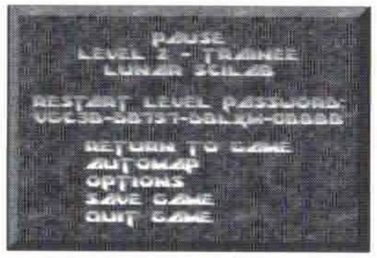
Smart Missile

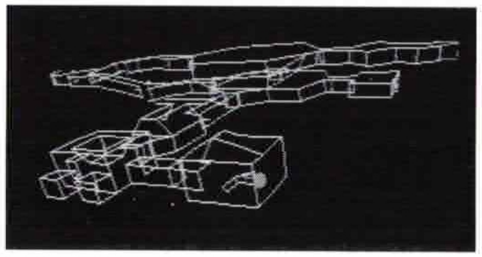
When this missile detonates, it sends out tracking bomblets of heated plasma after the surrounding targets.

Mega Missile

Stand back when firing this earthshaker!

In-Game Options





Press Start at any point in a game to pause the action and enter the Options Menu. You can maneuver through the menu by using the up/down arrows on the DPad. Select the following options by pressing "X"; to exit back to your game, press "Start.".

Return To Game

This option is self-explanatory. Select it to return to game.

Automap

The Automap keeps track of places you've been. As you move through new territory, your progress is drawn in by the Automap. To view the Automap from any angle, use the DPad to rotate the image any which way you like. To close the Automap and return to the action, press Select.

- The center blue object is your ship.
- Green objects are hostages — you will be able to see these long before you can find your way through the labyrinth of mines to rescue them.
- The purple lines sketch out the mine's entrance.
- The red, yellow and blue walls are locked doors. These doors require the use of corresponding color-coded access keys for passage. Red, yellow and blue objects represent key locations.
- Yellow areas are refueling stations.
- The Red area is the Reactor.
- In Cooperative Mode, your teammate appears as a colored object marked with a directional arrow.

Options

The same basic set of options offered in the Main Menu: Music, Stereo, Full Screen, and Auto-Leveling.

Save Game

Allows you to save your game (this option is only available with a memory card). See "Saving Your Game" below.

Quit Game

Allows you to quit your current game and return to the Main Menu. Use your DPad to select yes or no (Y/N) and press "X" to make your selection.

Saving Your Game

There are two ways to save your progress and configuration in Descent: password and memory card. If you do not have a memory card, then you must save your game using a password. However, to maximize your Descent experience, we highly recommend using a memory card. With the memory card, you can save and restore your progress quickly at any point. This allows you to progress to higher levels much faster, as there's no need to replay the beginning portion of a level when you restore your game. And you'll never need to reset your configuration or retype that 20-character password.

PASSWORD SAVE FEATURE

Each time you start a new level, a unique password is created that contains the current level number, limited configuration information, and the highest level that you've been on. Start a new level after changing any configuration items in order for them to get saved.

To save your game, press Start while playing to display the Pause menu. The password is displayed near the top of the menu. Write the password down, and check it for accuracy. *If you accidentally mistake a B for an 8, you will not be able to enter the password correctly!* It is recommended you write it

down twice, carefully double-checking it each time.

To restore your game at a later point, select "Enter Password" from the Main Menu Then, use the DPad to select each letter. To move to the next character of the password, press the "O" button. To back up, press Square. Once your password is complete, press "X" to accept. If you get an "Invalid" password message, correct any mistakes and re-enter it.

MEMORY CARD SAVE FEATURE

While in the game, make sure you have a card inserted into either slot. Then, select "Save Game" from the Pause menu. You can then select one of five slots to save your game under.

If there is no space available, then you must either overwrite an existing saved game or go into the "Erase Files" menu and erase some other files. *You must be very careful when erasing files because you can delete information that some other game has stored on the card.* A better solution is to use the memory card manager that is accessed by turning on your PlayStation™ with no CD in the CD tray to delete files.

To restore a game, select "Load Game" from the main menu. Select Memory Card 1 or 2, then simply move to the saved game that you want to restore and press "X".

Link Cable Operation

To play against or with another player, install a Link Cable between the two machines, following its own instructions. Start Descent on each machine and have each player select "Combat Game" from the main menu. The screen will display a message saying "Waiting for remote player" while it validates the connection. If you wait for more than 15-20 seconds with no connection, press "Start," then "X" after message to return to the Main Menu. If setup still fails after retrying this procedure a few times, turn off both machines and make sure the cable is connected properly on both of the machines. If it still does't work, call our Technical Support line.

Once you get connected, select "Start Game." One of the players will then be asked for the various game parameters:

MISSION

This lets you choose which mission file to use. There are three "missions" in Descent:

Descent: First Strike

The normal 27 Descent levels. These can be played in all modes but are best played in "Cooperative" mode, so that you and your friend can blast away at the robots together.

PSX Anarchy

A set of five small levels designed for fast and furious action which can be played in Anarchy mode only. These levels are small enough that it is very easy to hunt your opponent down.

Total Chaos

A set of five levels designed for anarchy-only action like the "PSX Anarchy" levels, only far more complex. Experienced players will find these more challenging because increased complexity over small levels adds a more strategic element.

DESCRIPTION

The description is the name that both players will see in their Combat Game menu.

Level

This can be any valid level for the mission you have loaded. Play will begin on the level selected and can continue to the other levels as play progresses.

Mode

Mode determines the type of game that will be played:

ANARCHY is a player-only battle to the death, where the goal is to hunt down and destroy your opponent.

ROBO-ANARCHY is the same as Anarchy except that, in addition, there will also be robots in the game trying to kill any player they find. The goal is still to score a kill on your fellow player.

COOPERATIVE MODE lets you team up with the other player to destroy all of the robots in the mine and complete the level. The goal: to get the highest score by killing robots, rescuing hostages, and escaping the mine after destroying the level Reactor.

Difficulty

Determines several factors, from robot awareness and deadliness to time for mine destruction countdowns. The farther the slider is to the right, the tougher the game. Once the parameters are chosen, the person starting the game presses Start to begin the action. Some special rules apply only to Link Cable Descent games:

- When you fire a secondary weapon, a new power-up of that type is created at random somewhere in the mine — this keeps the total number of secondary weapons in the game constant. If you see a weapon suddenly appear in front of your ship, consider yourself lucky! Replacement power-ups are also created when the effects of an Invulnerability or Cloak power-up wear off. Concussion Missiles are the only secondary weapon not replaced. This replenishment does not occur in cooperative games.
- When you bring up menus, the action does not stop as it does in one-player games. While you're viewing a menu, your ship remains vulnerable to attack by the other player...and by the robots. It's a good idea to find a quiet spot to hide in if you need to examine the Automap or reconfigure your controls. If you are attacked while in a menu or if the reactor is about to explode, the menu will automatically abort so you can deal with the problem.
- Weapon power-ups are single-use only. When you kill the other player, the weapons he/she is carrying are ejected as power-ups for you to take.
- Other options include "Time Limit" and Show Opponent."

Walk-Through

- *Material Defender this is PTMC Security One.*
- *Prepare for descent insertion Level 1.*

  PTMC Security One, please give flight systems configuration and mission briefing before descent insertion.

- *You weren't given a mission briefing?*

  No, PTMC Security One.

- *How many missions have you flown, son?*

  Thirty seven...simulated.

- *Great... why me? I always get the nubies. No offense, son.*

  None taken, sir.

- *You don't have to call me sir, my name's Russ. What's your handle?*

  Horus, sir...I mean Russ.

- *Relax. Now, about your configuration. What does your control panel look like?*

  I have a control pad in front of me. All of my simulators had a flight stick in them, Russ.

- *O.K. You're flying an older model PyroGX with Default Configuration 1. Don't worry, they pack as much punch as the new ones. I flew one for 20 years.*

  Wow...

- *This will be easy to use. See the left side of the pad in front of you with the directional arrows? That is your main controller. It's just like a flight stick, the up pushes your nose down and the down pulls your nose up. The left and right bank left and right.*

  That seems simple enough.

- *Yep, it is. Now do you see the "L2" and "R2" buttons? They roll you counter-clockwise and clockwise. That will help you get re-oriented if you flip upside down.*

  OK... but how do I select my weapons?

- *Your weapons ordinance selection is linked with your weapons firing buttons. The L1 button fires and Select + L1 arms your guns. Your lasers are the first weapon. These are the primary guns for the Syssyx. Beyond that you can pick up additional weapons in other locations including: the Vulcan cannon, the spreadfire cannon, the plasma cannon, and the fusion cannon.*

  What is the "R1" button for?

- *Those are your long-range ordinance; your missiles. The Syssyx comes armed standard with dumbfire concussion missiles. Additional missiles the ship can pick up include, homing missiles (if you get them); proximity bombs (you can also drop these puppies using Select + R2 button); smart missiles; and mega-missiles (good old earth-shakers).*

  Frag! These can carry a lot of ordinance.

- *Darn straight they can. One thing: If you pick up what the ship's system considers a higher-level weapon, it will automatically switch to it. That's troublesome at times.*

  Great...now how do I move this baby around?

- *You see the Triangle button and X button in front of you? Those are your forward and reverse. The Triangle button accelerates forward and X button moves you in reverse.*

  Interesting...now what does Select + L2 do for me?

- *That allows you to shoot out a flare. They'll illuminate any dark corridors, but they only last a while. They also drain shot energy so be careful and don't go hog-wild with them.*

  Okay....so how do I bring up my map?

- *Just hit the Start button. That will bring up the ship's computer menu. Highlight the automap and press your X button to go into the map. Once there, the directional pad will let you rotate the map around. Your Accelerate and Reverse buttons (Triangle and X on this configuration) zoom in and out of the map. If you press the Start button while here it will bring up a help menu, too.*

  Hopefully your ship isn't moving around when you do this, right?

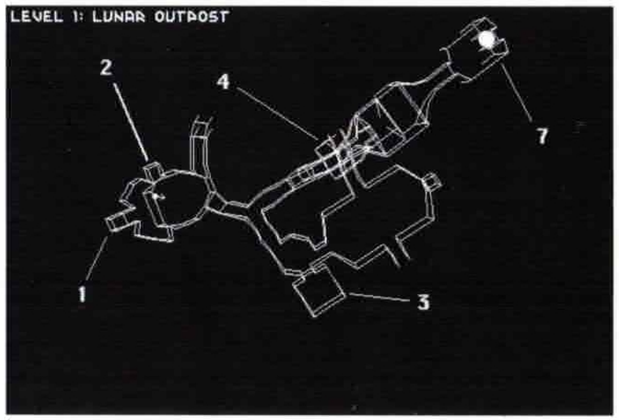
- *'Course not, son. One last thing — the Square and Circle buttons.*

Oh yeah, what do they do?

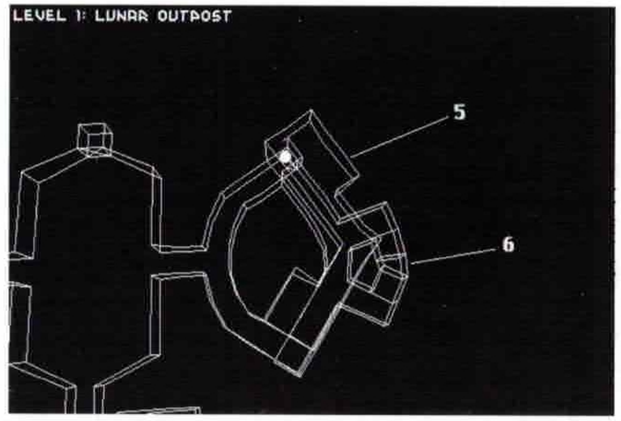
- *They allow you to slide left and right. That comes in real handy in a fire fight. You can use that to dodge missiles and other incoming attacks. You can do that while you are moving forward, too!!!!*

Roger that. The Syssyx seems pretty easy to fly.

- *That's why I flew one for 20 years, son. Now here is a look at Lunar Base 1.*

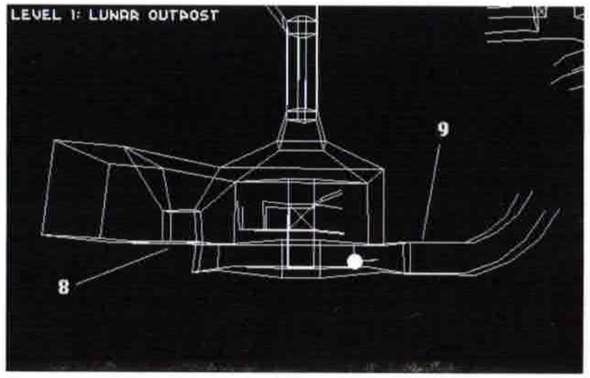


- *Point 1 — That is where descent insertion will place you.*
- *Point 2 — Security door to reactor room. This requires a red security pass.*
- *Point 3 — This is where some PTMC miners are being held by the bots. We don't know why they're being held, but you should make an effort to pick them up. The company has a lot of time and money invested in training them for their jobs; blowing them up with the reactor isn't going to score points with the suits upstairs.*
- *Point 4 — These are a pair of undocumented passages in the regular mining maps. Security puts these in for emergency situations. The entrance points are on the ceiling. Shoot them or bump them and they will open up. This leads to Point 5.*
- *Point 5 — As I said, the folks in security stash contingency equipment in case of emergencies. Up here you will find some Vulcan cannon ammo and a four-pack of homing missiles.*



- *Point 6 — This is a refueling center. You should always locate these in any mine. They will recharge the capacitors for your energy weapons, including lasers.*
- *Point 7 — This is where intelligence currently places the passcard for the security door at Point 2.*
- *Point 8 — This is the reactor. It takes about 10 shots to set it to blow. When it goes you'll have between 30 and 45 seconds to get out. One warning: the 'bots have set the reactor security measures to shoot at any corporate equipment, including your ship.*
- *Point 9 — This is the emergency exit. It will only open after the reactor starts its self-destruct cycle. When the countdown starts, this is the only way to the surface. If you don't make it, you, your ship, and any miners you rescue will be blown to atoms. Note of caution: this one is easy to find, others will be harder. I've seen men die 'cause they don't find this before setting off a reactor. So you should really find the exit before setting the reactor to go.*

Got it, Russ. This will be a cake-walk.



- *Don't get so cocky, son. That's what the last Material Defender said.*

  What happened to him?

- *He didn't come back.*

  Oh...

- *Good luck, Horus. Kick the drek out of those 'bots and may the...oh, never mind, you're too young to remember.*
- *Get ready for Descent insertion level 1!*

Questions & Answers

You should have no troubles running Descent. Just in case you do have some issues, here are some tips:

Q: Why doesn't my joystick respond to the game?

Be sure you have the joystick plugged in to controller port 1, its mode switch set to Analog, and that it's properly calibrated.

Q: Hey! Why did some of my power-ups disappear?

Certain power-ups will remove themselves from the game if they've been around four or five minutes. This only happens to Concussion missiles, Energy power-ups and Shield power-ups dropped by a dead player.

Q: I tried everything but I'm still stuck!

Don't panic. Read through the Customer Support section on page 24. Interplay's Customer Support department will be happy to help with any problems you may have.

Credits

Original Design
Mike Kulas
Matt Toschlog

PlayStation™ Programming
John Slagel

Additional PlayStation™ Programming
Neil Day

PlayStation™ Artwork
Adam Pletcher

Original PC Version
Matt Toschlog
Mike Kulas
Josh White
John Slagel
Adam Pletcher
Che-Yuan Wang
Mark Allender
Robert Huebner
Mark Dinse
Jasen Whiteside
Chris O'Connor
Eric Brosius
Scott Bennie

For Interplay Productions:
Executive Producer
Alan Pavlish
Producer
Jacob "Rusty" Buchert III
Line Producer
Raphael Hernandez
Director of QA
Jeremy S. Barnes
Assistant Director of QA
David L. Simon
Jim Boone
I.S. Coordinator
Darren Momahan
Cinematics
Michael Sherak
Perry Scalf
Adam Pletcher
Sherer Design Associates
Cinematic Music
Mark Morgan
Cinematic SFX and Mixing
Charles Deenen

Cinematic 3D sound enhancement by

SPATIALIZER®

Voice Director
Michael McConnohie
Voice Editing
Craig Duman
Sergio Bustamente
Chris Borders
Music
"Haunted"
Written by Peter Steele
Performed by
Type O Negative
Courtesy of
Roadrunner Records

"Glut"
"Ratz"
"Rusty"
Music Performed by
Ogre of Skinny Puppy
and Mark Walk
Ogre appears courtesy of
American Recordings

Johann Langlie
Brian Luzietti
Zorch!
Larry Peacock
Leslie Spitzer
Music Mastering
Masterworks
Sound Effects:
Mike Reagan at
SoundDelux
Gregory Allen
Charles Deenen
Voice Post Production:
Charles Deenen
Lead Testers
Alan Barasch
Larry Smith
Assistant Lead Tester
Jeff Woods

Testers
Bill Delk
Aaron Meyers
Aaron Olaiz
Chris Keenan
Daryl Guetzkow
Darrell Jones
Phuong Nguyen
Steven Thesken
Savina Green
Jim Dunn
Quinn Summers
Amy Mitchell
Chris Peak
Additional Testing by
Pole To Win
Manual Conversion
Kelly O'Guinn
Manual Layout & Edit
Luis A. Morales
Business Development
Travis Millman
Interplay Co., Ltd. (Japan)
Takeshi Minagawa
Akira Nagashima
Shanti Bergel
Manabu Ishikawa
Takeo Mogi
Masayuki Sekiya
Aiko Kataoka
Mika Sumita
Kanichi Ishida
Hiroshi Takano
Naoto Watanabe
Special Thanks:
Dan Burnash and
"Angus" Bill Guschwan
Virtual
Communications, Inc.
Kazuhiro Ami
Media Box
Elisha Borin

DESCENT™
by Parallax Software

Customer Support

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal (Pacific time) business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your PlayStation™. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline
Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is $1.25; $.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service (excluding toll charges).

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

Congratulations Sony PlayStation™ owner,
Your gaming experience is about to change forever...
Receive **3** copies of **Next Generation** absolutely **FREE!**
Next Generation is the world's best games magazine featuring:
• The latest, hottest news on Sony's ground-breaking new system.
• Reviews and ratings of every PlayStation game.
• A comprehensive tips guide EXCLUSIVE to Sony PlayStation subscribers, every month.

Yes! Please send me **3 FREE** issues of **Next Generation** *plus* a special introductory subscription offer of 12 issues for just **$19.95**.

name
address
city state zip

This offer is brought to you by Interplay and Next Generation. This offer is only good in the U.S. and expires 2/1/97.

RINT

Customer Support

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal (Pacific time) business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your PlayStation™. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline
Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is $1.25; $.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service (excluding toll charges).

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

Congratulations Sony PlayStation™ owner,
Your gaming experience is about to change forever...
Receive **3** copies of **Next Generation** absolutely **FREE!**
Next Generation is the world's best games magazine featuring:
- **The latest, hottest news on Sony's ground-breaking new system.**
- **Reviews and ratings of every PlayStation game.**
- **A comprehensive tips guide EXCLUSIVE to Sony PlayStation subscribers, every month.**

☑ **Yes!** Please send me **3 FREE** issues of **Next Generation** *plus* a special introductory subscription offer of 12 issues for just **$19.95**.

name

address

city state zip

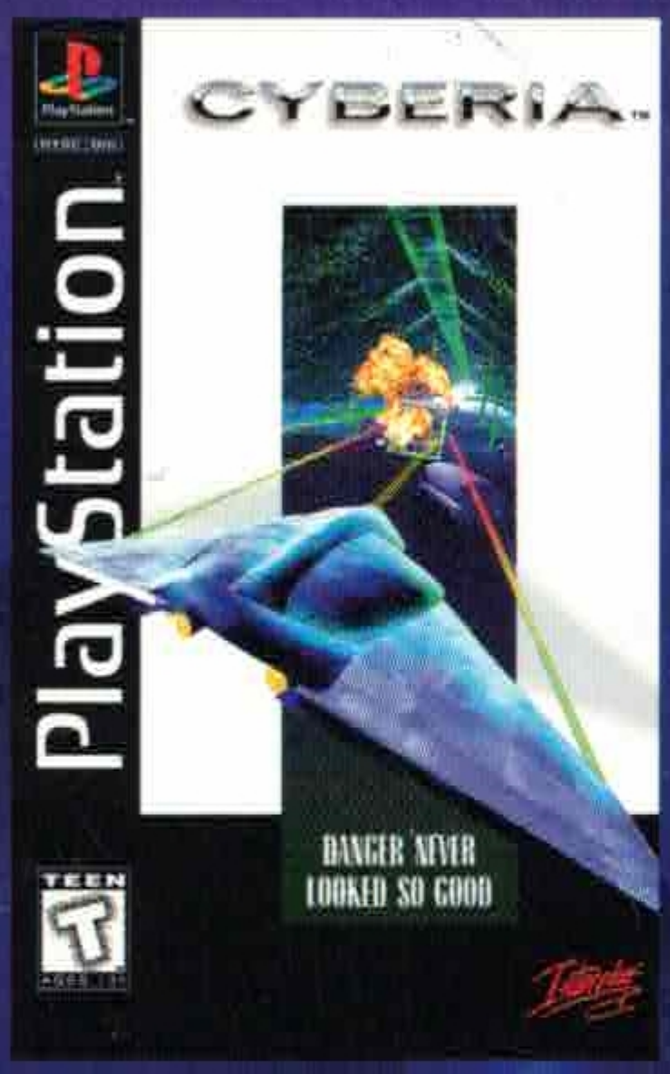
RINT

This offer is brought to you by Interplay and Next Generation. This offer is only good in the U.S. and expires 2/1/97.

CYBERIA™

Cyberia™ – In a future where global terrorists rule and mankind lives on the brink of destruction, the ultimate doomsday device has just been discovered. Code–named Cyberia, it was designed in an era of long forgotten peace by the most brilliant minds in nano and cybernetic technology.

In the year 2027, it stands as the instrument of humanity's destruction.



Take on the psychotic persona of one of six chronically pissed off homicidal mutants and blast out of the brutal planet RAULF so you can slash and splatter your way across a lawless and unforgiving 3–D morphing galaxy.

"What exactly does Game Pro think of (Loaded)?
"Awesome" would be a good word." *Game Pro (U.K.)*

LOADED

Cyberia ©1995 Xatrix Entertainment, Inc. All rights reserved. Published and distributed by Interplay Productions.
Loaded is a trademark of Interplay Productions. All rights reserved. Interplay is the sole publisher and distributor. Licensed from and developed by Gremlin Interactive, Ltd.

Interplay Productions 17922 Fitch Ave. Irvine, CA 92714 714-553-6678
©1996 Parallax Software. All rights reserved. Descent is a trademark of Interplay Productions. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in U.S.A.

U.S. and foreign patents pending.